

Horsham Township 2015 Coed Slow-Pitch Softball League

By-Laws for 2015 Season

COED TEAMS:

Consist of 10 players (at least 3 women). On a game night a team may play a game with 9 players provided at least 3 women are on the field. All players must be 18 years of age or older; to meet this requirement, any player must turn 18 on or before May 1, 2015.

PRE-GAME:

1. Games will begin at 6:30 PM; teams will have a 15-minute grace period, if a team does not have enough players at the end of those 15 minutes that team will forfeit the game to the team with all its players. (no exceptions)
2. No team should practice on the field from 6:15 to the start of the game. Teams may practice in the outfield if they so desire.
3. Captains should exchange lineups prior to the start of the game

4. Each team is responsible to check the other team's bats. If you feel a team has an illegal bat it is your responsibility to have that bat checked by the umpire.

5. ****Home Team Responsibilities:****
 - a. Provide a score keeper for the game (can be a player)
 - b. Must bring a copy of these rules to the game
 - c. Bring the ASA Rule Book
 - d. Bring a Score Book (this will be given to you at the captains meeting)

Each team should bring one game ball to every game they play. Game balls to be provided by Horsham Township

**Both Teams need to E-mail me the score from any games played!
By noon the day after your game!!
kdick@mclinc.org**

- **We will follow the standard ASA rules that are in the ASA Rule Book. You will be given the ASA Rule Book at the captains' meeting. The following additional rules are for our league only.**

PLAYERS AND EQUIPMENT:

1. Players need to wear matching shirts: a color will be assigned to each team at the point when they pay their registration fee.
2. Roster is limited to 22 players no players can be added after the first game.
Only players that are on your roster are allowed to play for your team!!
3. 10 players will be in the field during the game with 4 in the outfield, 5 in the infield and 1 catcher. The outfielders all must be in the grass while a batter is batting. After a batter has hit the ball outfielders can move into the dirt infield.
 - a. When there are only 9 players in the field teams will play 3 in the outfield, 5 in the infield and 1 catcher.
 - i. If a team starts a game with 9 players they must end the game with 9 players playing the field. Teams will be able to bat all their players even if those players show up after the game begins and they will not be charged any outs for the missing fielder.
4. Spikes: Metal or Replaceable cleats/spikes are ILLEGAL.
5. Bats:

a. One Piece Aluminum Single Wall Bats and Wooden Bats are the only acceptable bats in this league.

***Please see approved bat list, please bring bat list with to each game so that you can inspect the other teams bats.**

(If bats continue to be an issue we will quickly become a wooden bat league)

6. **Before a game begins** Each team is responsible to check the other team's bats. If you feel a team has an illegal bat it is your responsibility to have that bat checked by the umpire. Consult bat list

7. Balls: Are provided by the league
 - a. Each team will be given softballs at the captains meeting. These are the balls that you will bring to the games.
 - b. The League will supply balls for the playoffs and finals if needed.

THE GAME:

1. The game will consist of seven innings.
 - a. A game will not start a new inning after the two-hour mark. Your umpire will keep official time. The team winning after the inning in progress is completed, will be the winner. If a game is tied at this point a tie will be the outcome of that game.
 - b. If a game reaches the end of the seventh inning and the game is tied the game will continue until it reaches the two-hour mark or is called by the umpire.
 - c. If a team leads by 12 or more runs after the end of the 5th inning, home team at the end of 4 ½ innings, the game will be complete.
 - d. If a game gets three innings completed and then cancels the game due to inclement weather the game will be considered to be complete and will not be rescheduled. If the game is cancelled in the first two innings the game will try to be rescheduled and will be continued from the point when the game was called.
 - e. **MAX number of runs per inning 10**
 - i. When a team reaches the 10 run limit they are done for that inning. This does not matter if more people are still running the bases. Example: You have 8 runs with a player on first and third, if the batter hits the ball and makes a home run only the two bases runners runs would count. The hitter's run would not count and that teams at bat would be over for that inning.
2. **Base Running:**
 - a. Base runners are liable to an out if he/she over-runs the base (except first base).
 - b. Base Sliding must be performed with discretion. If undue contact occurs, the base runner may be ejected.
 - c. The advancing base runner may not **flagrantly** collide with the person covering the base.
 - d. Upright collisions may result in an automatic out, and possible ejection.
 - e. There will be no sliding into first base; if a runner slides into first base they will receive an out for that bat.
3. **Stealing a Base:** Under NO condition is a runner permitted to steal a base. If a player attempts to steal a base, he/she is automatically out. A player is not allowed to take a lead off any base; leading will result in an out. **A base runner may only advance when the batter makes contact with the ball. Their will be no warnings this year if you leave the base before contact with the bat you will be called out.**
4. **Overthrows:** ASA Rules
5. **Fielding:**
 - a. A team may throw the ball around the infield and between outs or innings.
 - b. An offensive player may not impede, hinder or confuse a defensive player while attempting to execute a play.

- c. A defensive fielder may not remain in the base path without the ball in an attempt to impede the progress of a runner.
- d. Covering a Base: a player covering a base must keep half of the base available to the advancing runner.

e. *** NEW RULE We will have a line drawn in the outfield, outfielders may not come past that line before the ball is hit. Also infielders are not allowed past the grass infield line prior contact with the ball at the plate.**

6. **Pitching:**

- a. A ball must be delivered underhand at a moderate speed from below the hip, and with a perceptible arc that reaches a height of at least 6 feet from the ground but not exceeding 12 feet.
- b. The speed of the pitch is left entirely to the judgment of the umpire.
- c. The ball may be released with the palm either on the top or on the bottom of the ball.
- d. Pitchers are limited to 6 warm-up pitches at the start of the game and 2 before each inning.
- e. Pitching plates are on the fields and will be used by the pitchers. The pivot foot must remain in contact with the pitching plate until the pitched ball leaves the hand.
- f. If a pitch is not hit, the catcher must return the ball immediately to the pitcher.

7. **Strike Zone:** A pitch is considered a strike when it hits the home plate or the mat behind the home plate (mats will be provided by the league)

8. **Batting:**

a. All batters will start with a 1 and 1 count.

- b. The batter must have a portion of his/her feet touching the ground within the batter's box area. The umpire will determine the batter's box.
- c. The batter shall not step on or across the plate while waiting for a pitch if this occurs, the batter is out and the ball is dead.
- d. Bunting or chopping down on the ball will result in an automatic out. The batting order must be followed.
- e. Substitutes will bat in the spot of who they took the place of. (see rule 9)

f. A batter with a count of two strikes, if you hit a foul ball for your third strike you will be called out.

g. Continuous batting order:

- i. Each team will be allowed to bat up to 15 players during each game.
- ii. Only 10 players will play the field and those 10 players can come from any of the 15 players that are on the batting order.
- iii. Teams will still be able to substitute other players into the game. (see rule 9)
 - 1. In the case of a player being ejected the team will be given an **out** each time that players spot comes up in the batting order.
 - 2. In the case of a player getting injured teams will put a sub in his/her place **the injured player will not be allowed to return to play in that game.**

- h. At least one female must be listed within the first 5 batters of the batting order and a female must be the last batter in the batting order.
 - i. If it is found that an illegal bat is being used we will be following the ASA Rules.
9. **Substitutes:** Substitutes are allowed to be made during the game.
- a. If you put a sub in for someone and the first person would like to return into the game they can only replace their sub.
 - b. If you want the sub to come back into the game that sub can only replace the person that they sub for to begin with.
 - c. Each person on you team is allowed to enter the game twice, the starting line up counts as a player's first entrance into the game.
 - d. Exception for pitchers:
 - i. After a pitcher is finished pitching that player may enter the game one time.
 - ii. The pitcher now player will take over the new spot in the batting order and stay there until the exit the game for the second time.
10. **Pinch Runners:** A batter that gets on first my get a pinch runner at that point.
- a. You have to replace the runner before the next batter steps into the batters box.
 - b. You must replace the runner with a same sex player. So female must be replaced with a female and male must be replaced with a male.
 - c. A pinch runner is a sub so the rule for the substitutes applies to any pinch runner.
11. **Pinch Hitters:** If you want to replace an upcoming batter with someone who has not played in the game yet you may do that.
- a. You have to replace the batter with a same sex player. So female must be replaced with a female and male must be replaced with a male.
 - b. That batter does not have to play in the field at all during the game.
 - c. A pinch hitter is a sub so the rule for the substitutes applies to any pinch hitter.

PLAYOFFS:

We will take the top 6 teams from the round robin play in to the playoff bracket. The top two teams will receive a bye from the first round of playoff games. Then the number one team from round robin will play the lowest seated team from the first round of playoffs. The number two team from round robin will play will play the winner of the other playoff game. (please see schedule)

GAME CANCELLATION:

The league will contact the teams captains prior to 4:30 PM and notify them that games for that day are cancelled.

If games are not cancelled by league officials by 4:30pm, but playing conditions are not possible when the teams arrive at the fields, than it is the job of the umpire and the captains of the teams to cancel that game and then pass that information on to the league officials.

UNACCEPTABLE BEHAVIOR:

1. Alcohol in the parks is prohibited and will not be tolerated. Any teams that show up with alcohol to a game will forfeit that game, if the team would do it a second time they would be ejected from the league and all players on that team will not be able to participate in Horsham Township Leagues for five years.
2. Drunken Players: if a player shows up for a game and is drunk, it is their teams captain's job to get that player out of the park. If that player plays, the team he/she is playing for will forfeit that game and the player will be ejected from the league.
3. Any player that verbally abuses anyone on his/her team, a player on the opposing team or the umpire will be ejected and will be banned from the league for the rest of that season.
4. Inappropriate language should not be used in the park and could result in ejection from the game or could result in a team forfeiting the game that is in progress. (please remember that you are playing in a public park)
5. Teams are expected to follow all Horsham Township Park Rules, clean up after themselves, and leave the fields the way you would like them to look when you come to play.

CONTACT INFORMATION:

Rick Lutz – Park Superintendent

Office: 215-672-6913

Email: rlutz@horsham.org

Cell:

Kathy Dick – Program Coordinator

Office: 215-443-2609

Email: kdick@mclinc.org

Cell: